



POKE CARD NO: 1

SINCLAIR **user**

Head Over Heels

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now be completely invincible

```
1 CLEAR 64500
2 LET t=0: LET w=1
5 FOR f=32000 TO 32170
10 READ a: POKE f,a
15 LET t=t+a*w: LET w=w+1
20 NEXT f
25 IF t<>1764297 THEN PRINT "
DATA ERROR": STOP
30 PRINT AT 10,1;"START 'HEAD
OVER HEELS' TAPE"
50 RANDOMIZE USR 32000
100 DATA 221,33,203,92,17,234
110 DATA 6,62,255,55,205,86,5
120 DATA 48,241,243,237,94,33
130 DATA 44,125,229,33,173,98
140 DATA 229,51,51,17,163,252
150 DATA 1,22,3,33,253,94,62
160 DATA 202,237,79,195,173,98
170 DATA 33,70,125,229,33,199
180 DATA 252,229,51,51,17,209
190 DATA 252,1,232,2,33,209,252
200 DATA 62,196,237,79,195,199
210 DATA 252,33,209,252,17,209
220 DATA 138,1,92,0,237,176,33
230 DATA 228,138,34,233,138,34
240 DATA 237,138,33,218,138,34
250 DATA 245,138,33,255,138,34
260 DATA 9,139,62,195,50,29,139
270 DATA 33,116,125,34,30,139
280 DATA 195,209,138,175,50
290 DATA 166,255,62,195,50,99
300 DATA 255,33,250,250,34,100
310 DATA 255,33,145,125,17,250
320 DATA 250,1,50,0,237,176,195
330 DATA 55,255,33,0,0,34,113
340 DATA 163,33,34,25,34,115
350 DATA 163,62,33,50,120,163
360 DATA 50,123,163,49,255,255
370 DATA 195,48,112
```



SIGMA 7

POKE CARD NO: 3

SINCLAIR user

Sigma 7

Type in the listing and RUN it before playing in the game tape from the beginning. You will now have an endless supply of spacecraft

```
1 CLEAR 65535
5 LET t=0: LET w=0
10 FOR f=65000 TO 65045
20 READ a: POKE f,a
30 LET t=t+a*w: LET w=w+1
40 NEXT f
50 IF t<>133916 THEN PRINT "E
RROR IN DATA": STOP
60 PRINT AT 10,6;"START 'SIGMA
7' TAPE"
70 RANDOMIZE USR 65000
100 DATA 6,3,197,221,33,0,0
110 DATA 17,17,0,62,255,55,205
120 DATA 86,5,193,16,239,221
160 DATA 33,0,64,17,231,189
170 DATA 62,255,55,205,86,5
180 DATA 62,58,50,156,133,50
190 DATA 158,228,50,230,229
200 DATA 195,196,233
```



POKE CARD NO: 5

SINCLAIR user

Speed King II

Type in the listing and RUN it before playing in the game tape from the beginning. You will now be able to pass through other riders

```
1 BORDER 0: PAPER 0: INK 6
5 CLEAR 24599
10 PRINT AT 10,3;"START 'SPEED
KING 2' TAPE"
20 LOAD ""CODE : LOAD ""CODE
30 POKE 59656,24
40 RANDOMIZE USR 58039
```

NETHER EARTH



POKE CARD NO: 7

SINCLAIR user

Nether Earth

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have an infinite amount of supplies

```
1 BORDER 0: PAPER 0: INK 7
5 CLEAR 65535
10 PRINT AT 10,3;"START 'NETHE
R EARTH' TAPE"
20 LOAD ""CODE 64730
25 POKE 64753,254
30 FOR f=65024 TO 65036
40 READ a: POKE f,a: NEXT f
50 DATA 62,18,50,111,173
60 DATA 62,33,50,71,174
70 DATA 195,0,166
80 RANDOMIZE USR 64730
```




GAUNTLET

MERLIN

THOR

THYRA

QUESTOR



POKE CARD NO: 9

SINCLAIR^{user}

Gauntlet

Type in the listing and RUN it before playing in the game tape from the beginning. You should now have infinite energy

```
1 CLEAR 64999
5 LET t=0: LET w=0
10 FOR f=65000 TO 65032
15 READ a: POKE f,a
20 LET t=t+a*w: LET w=w+1
25 NEXT f
26 IF t<>64702 THEN PRINT "ERROR IN DATA": STOP
30 DATA 221,33,218,254,17
40 DATA 81,1,62,255,55,205
50 DATA 86,5,48,241,33,1,254
60 DATA 34,57,255,243,195
70 DATA 0,255,62,201,50,82
75 DATA 184,195,0,132
80 PRINT AT 10,5;"START 'GAUNTLET' TAPE"
90 RANDOMIZE USR 65000
```

Into the Eagles Nest

MARCH 87

GAME LINEUP
CLASSIC



DATA

ROB2E

SPECTRUM 48K/128K/+2

POKE CARD NO: 11

SINCLAIR

user

Eagle's Nest

Type in the program and RUN it before playing in the game tape from the beginning. You will now have infinite ammunition and keys and you'll also be invincible

```
1 CLEAR 25599
5 LET t=0: LET w=0
10 FOR f=64000 TO 64037
20 READ a: POKE f,a
30 LET t=t+a*w: LET w=w+1
40 NEXT f
50 IF t<>82517 THEN PRINT "ERROR IN DATA": STOP
100 DATA 33,14,250,17,0,91,1,50
110 DATA 0,237,176,195,0,91
120 DATA 33,255,227,17,255,255,1,0
130 DATA 128,237,184,175,58
140 DATA 32,143,58,176,160,58
150 DATA 64,158,195,0,128
190 POKE 23658,8
200 INPUT "INFINITE AMMO (Y/N)? ";a$
210 IF a$="Y" THEN POKE 64026,50
220 INPUT "INVINCIBLE (Y/N)? ";a$
230 IF a$="Y" THEN POKE 64029,50
240 INPUT "INFINITE KEYS (Y/N)? ";a$
250 IF a$="Y" THEN POKE 64032,50
300 PRINT AT 10,0;"START 'INTO THE EAGLE NEST' TAPE"
310 LOAD ""CODE
400 POKE 58380,26
410 POKE 58392,250
420 POKE 58695,100
450 RANDOMIZE USR 58368
```

Star Raiders II

The Great Galactic Adventure Continues



POKE CARD NO: 13

SINCLAIR user

Star Raiders II

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have an infinite number of Star Bursts

```
1 BORDER 0: PAPER 0: INK 7
2 CLEAR 29999
5 PRINT AT 10,2;"START 'STAR
RAIDERS II' TAPE"
10 LOAD ""CODE 65024
20 POKE 65070,201
30 RANDOMIZE USR 65024
40 POKE 44178,0
50 RANDOMIZE USR 30000
```

URIDIUM

NOW
AVAILABLE
FOR
SPECTRUM

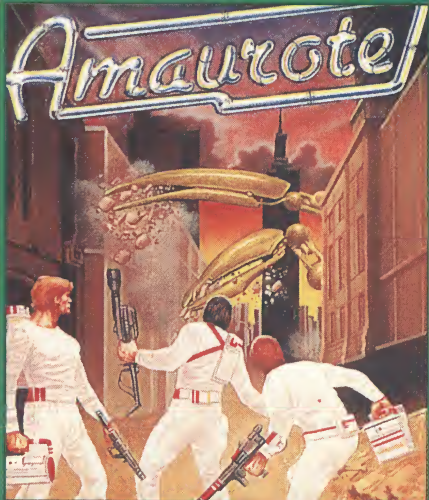
POKE CARD NO: 15

SINCLAIR **user**

Uridium

Type in the listing and RUN it before playing in the game tape from the beginning. Follow the options on screen to tailor the game to your requirements

```
1 LET t=0: LET w=0
5 FOR f=64983 TO 65066
10 READ a: POKE f,a
11 LET t=t+a*w: LET w=w+1
12 NEXT f
15 IF t<>397017 THEN PRINT "E
RROR IN DATA"
20 DATA 221,33,39,244,17
25 DATA 125,2,62,255,55
30 DATA 205,86,5,210,215
35 DATA 253,62,48,50,48
40 DATA 245,33,195,0,62
45 DATA 254,34,186,245,50
50 DATA 188,245,33,0,0
55 DATA 34,62,145,195,0
60 DATA 245,33,14,254,17
65 DATA 0,64,1,40,0,237
70 DATA 176,195,0,64,33
75 DATA 255,239,17,255,255
80 DATA 1,0,165,237,184
85 DATA 62,34,58,75,138
90 DATA 62,201,58,86,152
95 DATA 62,195,58,99,138
100 DATA 195,80,253
105 POKE 23658,8
110 INPUT "INFINITE LIVES(Y/N)?
";a$
115 IF a$="Y" THEN POKE 65051,
50
120 INPUT "PASS OVER WALLS etc(
Y/N)? ";a$
125 IF a$="Y" THEN POKE 65056,
50
130 INPUT "NO ALIENS, 'LAND NOW
' PRINTED STRAIGHT AWAY (Y/N)?
";a$
135 IF a$="Y" THEN POKE 65061,
50
150 PRINT AT 10,3;"START 'URIDI
UM' GAME TAPE"
200 RANDOMIZE USR 64983
```

POKE CARD NO: 17

SINCLAIR user

Amaurote

Type in the listing and RUN it before playing in the game tape from the beginning. Follow the on-screen options to tailor the game to your requirements

```
1 CLEAR 26590
2 POKE 23658,8
10 PRINT AT 10,5;"START 'AMAUROTE' TAPE"
15 LOAD ""SCREEN$: LOAD ""CODE
20 INPUT "INFINITE MONEY (Y/N) ? ";a$
25 IF a$="Y" THEN POKE 46381,201
30 INPUT "INFINITE BOMBS (Y/N) ? ";a$
35 IF a$="Y" THEN POKE 40615,0
40 INPUT "INVINCIBLE (Y/N)? ";a$
45 IF a$="Y" THEN POKE 46312,0
50 RANDOMIZE USR 26600
```

THE BRAIN OF MARKON IS UNDER ATTACK FROM THE...

MARTIANOIDS®



THE
ULTIMATE
ULTIMATE
PLAY THE GAME

SPECTRUM 48/128K

POKE CARD NO: 19

SINCLAIR user

Martianoids

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have infinite lives

```
1 INK 7: BORDER 0: PAPER 0
2 CLEAR 65535
5 LOAD ""CODE
10 RANDOMIZE USR 24576
20 LOAD ""CODE
30 POKE 46793,0
40 RANDOMIZE USR 38401
```

CARTOON'S MOST ELUSIVE CHARACTER
HAS FINALLY BEEN TRAPPED.....

ROAD RUNNER

BEEP™
BEEP!!

POKE CARD NO: 22

SINCLAIR **user**

Road Runner

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have unlimited energy, and the clock will be frozen

```
1 REM ROAD RUNNER poke
2 REM (c) A.SINGH 1987
3 REM
4 CLEAR 49151
5 LET t=0: LET w=0
10 FOR f=47872 TO 47999
15 READ a: POKE f,a
20 LET t=t+a*w: LET w=w+1
30 NEXT f
35 IF t<>930680 THEN PRINT "E
RROR IN DATA": STOP
40 PRINT AT 10,4;"START 'ROAD
RUNNER' TAPE"
45 LOAD ""CODE
50 RANDOMIZE USR 47872
100 DATA 221,33,110,187,6,6,197
110 DATA 221,110,0,221,102,1
120 DATA 221,78,2,6,0,17,0,125
130 DATA 237,176,235,54,201,30
140 DATA 150,205,0,125,221,35
150 DATA 221,35,221,35,193,16
160 DATA 222,33,103,238,17,0
170 DATA 248,1,0,4,237,176,175
180 DATA 50,114,251,33,80,187
190 DATA 17,19,251,1,5,0,237
200 DATA 176,33,85,187,17,42
210 DATA 251,1,25,0,237,176
220 DATA 195,244,250,62,195
230 DATA 205,42,251,50,75,251
240 DATA 33,52,251,34,76,251
250 DATA 201,253,33,58,92,62
260 DATA 0,50,102,159,49,255
270 DATA 95,195,0,91,194,228
280 DATA 16,210,228,24,16,229
290 DATA 12,28,229,14,42,229
300 DATA 25,78,229,11
```

TRANSMUTER

SPECTRUM
48K/128K



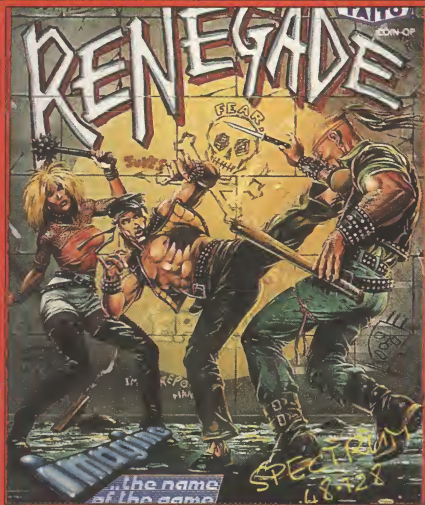
POKE CARD NO: 24

SINCLAIR user

Transmuter

Type in the listing and RUN it before playing in the game tape from the beginning. You will now be invincible

```
1 REM TRANSMUTER poke
2 REM (C) A.SINGH 1987
3 REM
4 BORDER 0
5 PRINT AT 10,4;"START 'TRANS
MUTER' TAPE"
10 LOAD ""CODE 16384
20 FOR f=23317 TO 23324
30 READ a: POKE f,a: NEXT f
50 DATA 62,201,50,202
60 DATA 111,195,206,93
100 RANDOMIZE USR 23296
110 RANDOMIZE USR 23296
```

POKE CARD NO: 26

SINCLAIR **user**

Renegade

Type in the listing and RUN it before playing in the game tape from the beginning. You will now have infinite lives

```
1 REM RENEGADE poke
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 49151
5 LET t=0: LET w=0
10 FOR f=47872 TO 48000
15 READ a: POKE f,a
20 LET t=t+a*w: LET w=w+1
30 NEXT f
35 IF t<>922903 THEN PRINT "E
RROR IN DATA": STOP
40 PRINT AT 10,5;"START 'RENEC
ADE' TAPE"
45 LOAD ""CODE
50 RANDOMIZE USR 47872
100 DATA 221,33,111,187,6,6,197
110 DATA 221,110,0,221,102,1
120 DATA 221,78,2,6,0,17,0,125
130 DATA 237,176,235,54,201,30
140 DATA 150,205,0,125,221,35
150 DATA 221,35,221,35,193,16
160 DATA 222,33,103,238,17,0
170 DATA 252,1,0,4,237,176,175
180 DATA 50,115,255,33,80,187
190 DATA 17,23,255,1,3,0,237
200 DATA 176,33,83,187,17,0
210 DATA 93,1,50,0,237,176
220 DATA 195,244,254,205,0
230 DATA 93,62,195,50,76,255
240 DATA 33,12,93,34,77,255
250 DATA 201,253,33,58,92,62
260 DATA 36,50,87,160,49,79
270 DATA 93,251,195,203,92
280 DATA 197,228,16,213,228,24
290 DATA 19,229,12,31,229,14
300 DATA 45,229,25,81,229,11
```

JOE BLADE



POKE CARD NO: 28

SINCLAIR user

Joe Blade

Type in the listing and RUN it before playing in the game tape from the beginning. You will now be able to alter the game from a menu

```
1 REM JOE BLADE poke
2 REM (c) A.SINGH 87
3 REM
4 CLEAR 32767
5 LET t=0: LET w=0
10 FOR f=65006 TO 65051
15 READ a: POKE f,a
20 LET t=t+w*a: LET w=w+1
25 NEXT f
30 IF t=94278 THEN PRINT "ERROR IN DATA": STOP
40 LET a$="STOP CLOCK": GO SUB 1000
45 IF q=1 THEN POKE 65026,50
50 LET a$="DOORS ARE UNLOCKED": GO SUB 1000
55 IF q=1 THEN POKE 65029,50
60 LET a$="NO ENEMY": GO SUB 1000
65 IF q=1 THEN POKE 65032,50
70 LET a$="INFINITE ENERGY": GO SUB 1000
75 IF q=1 THEN POKE 65035,50
80 LET a$="INFINITE TIME TO SET BOMB": GO SUB 1000
85 IF q=1 THEN POKE 65040,50: POKE 65046,34
100 PRINT AT 10,4;"START 'JOE BLADE' TAPE"
110 LOAD ""CODE
120 RANDOMIZE USP 32768
1000 LET q=0
1005 INPUT +a$+"(y/n) ": LINE q$
1010 IF q$="Y" OR q$="y" THEN LET q=1
1020 RETURN
2000 DATA 33,248,221,34,84,254
2010 DATA 205,64,254,33,0,254
2020 DATA 34,132,255,195,44,255
2030 DATA 62,201,33,80,150,33
2040 DATA 2,150,33,140,143,33
2050 DATA 220,147,62,54,58,43
2060 DATA 120,33,1,38,42,44,120
2070 DATA 195,0,96
```

199
RANGE

ULTIMA RATIO



POKE CARD NO: 30

SINCLAIR

user

Ultima Ratio

Type in the listing and RUN it before playing in the game tape from the beginning. You will now have infinite lives and infinite ammo

```
1 REM ULTIMA RATIO poke
2 REM (c) A.SINGH '87
3 REM
4 FOR f=40192 TO 40448
5 POKE f,158: NEXT f
10 LET w=0: LET t=0
15 FOR f=40599 TO 40657
20 READ a: POKE f,a
25 LET t=t+w*a: LET w=w+1
30 NEXT f
35 IF t<>228606 THEN PRINT "E
RROR IN DATA": STOP
36 PRINT AT 10,3;"START 'ULTIM
A RATIO' POKE"
40 DATA 62,157,237,71,237,94
50 DATA 201,229,213,197,245
60 DATA 175,50,18,91,58,171
70 DATA 91,254,195,32,18,33
80 DATA 197,158,17,171,91,1
90 DATA 15,0,237,176,62,63
100 DATA 237,71,237,86,213,241
110 DATA 193,209,225,255,201
120 DATA 62,0,50,22,215,62
130 DATA 183,50,200,204,195
140 DATA 0,192
200 RANDOMIZE USR 40599
210 LOAD ""
```

SPECTRUM
48 · 128 · PLUS 2

WOLFAN



POKE CARD NO: 32

SINCLAIR user

Wolfan

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have infinite lives

```
1 REM WOLFAN poke
2 REM (c) A.SINGH '87
3 REM
5 CLEAR 65479
10 LET t=0: LET w=0
20 FOR f=65480 TO 65520
25 READ a: POKE f,a
30 LET t=t+w*a: LET w=w+1
35 NEXT f
40 IF t<>85130 THEN PRINT "ER
ROR IN DATA": STOP
45 PRINT AT 10,6;"START 'WOLFA
N' TAPE"
50 RANDOMIZE USR 65480
100 DATA 221,33,0,0,17,88,0
110 DATA 62,255,55,205,86,5
120 DATA 48,241,49,0,2,221,33
130 DATA 0,64,17,170,191,62
140 DATA 255,55,205,86,5,175
150 DATA 50,6,101,49,190,93
160 DATA 195,178,99
```


STORM BRINGER



POKE CARD NO: 36

SINCLAIR user

Storm Bringer

Type in the listing and RUN it before playing in the game tape from the beginning. You will now have infinite strength.

```
1 REM STORMBRINGER poke
2 REM (c) A.SINGH '87
3 REM
5 BORDER 0: PAPER 0: INK 7
10 CLEAR 25170
15 PRINT AT 10,3;"START 'STORM
BRINGER' TAPE"
20 LOAD ""CODE 16384
25 LOAD ""CODE
30 POKE 38233,247
35 POKE 38234,255
40 FOR f=65527 TO 65534
45 READ a: POKE f,a
50 NEXT f
60 DATA 62,70,50,192,96
70 DATA 205,185,150
80 RANDOMIZE USR 37632
```

**How to be a
COMPLETE**



BAS ARD

Game

POKE CARD NO: 38

SINCLAIR user

How to be a Complete Bastard

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have unlimited fart power.

```
1 REM HOW TO BE A BASTARD
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 49151
5 LET t=0: LET w=0
10 FOR f=47872 TO 48011
15 READ a: POKE f,a
20 LET t=t+a*w: LET w=w+1
30 NEXT f
35 IF t<1012808 THEN PRINT "
ERROR IN DATA": STOP
40 PRINT AT 10,0;"START 'HOW T
O BE A BASTARD' TAPE"
45 LOAD ""CODE
50 RANDOMIZE USR 47872
100 DATA 221,33,122,187,6,6,197
110 DATA 221,110,0,221,102,1
120 DATA 221,78,2,6,0,17,0,125
130 DATA 237,176,235,54,201,30
140 DATA 150,205,0,125,221,35
150 DATA 221,35,221,35,193,16
160 DATA 222,33,103,238,17,0
170 DATA 252,1,0,4,237,176,175
180 DATA 50,115,255,33,80,187
190 DATA 17,23,155,1,3,0,237
200 DATA 176,33,83,187,17,100
210 DATA 95,1,50,0,237,176
220 DATA 195,244,254,205,100
230 DATA 95,62,195,50,76,255
240 DATA 33,112,95,34,77,255
250 DATA 201,253,33,58,92,62
260 DATA 62,50,22,135,33,10
270 DATA 50,34,23,135,33,230
280 DATA 177,34,25,135,49,0
290 DATA 96,195,0,95,196,228
300 DATA 16,212,228,24,18,229
310 DATA 12,10,229,14,44,229
320 DATA 23,80,229,11
```